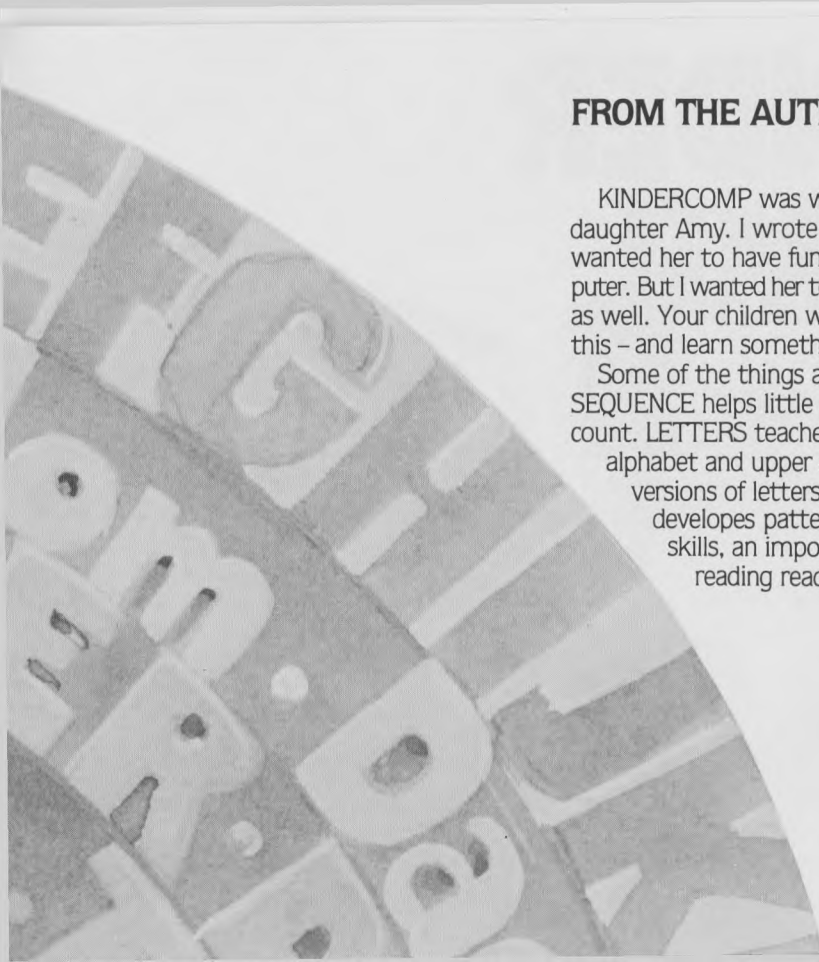


KINDER COMPTM





FROM THE AUTHOR

KINDERCOMP was written for our daughter Amy. I wrote it because I wanted her to have fun with the computer. But I wanted her to learn something as well. Your children will have fun with this – and learn something too.

Some of the things are obvious. SEQUENCE helps little ones learn to count. LETTERS teaches them the alphabet and upper and lower case versions of letters. MATCH develops pattern recognition skills, an important part of reading readiness.

LOADING THE PROGRAM

Some of the other things are less obvious but no less important. SCRIBBLE is fun to watch (Judy and I enjoy it as much as Amy). But it encourages little fingers to become familiar with the keyboard. It gives an immediate response. NAMES is a continuation of this. But it's fun to see your own name in lights. And that simple little RETURN key is important, too.

And then there's DRAW. This is our "pride and joy". It's easy but it's loads of fun. DRAW offers children a new outlet for their creativity.

Enjoy your children—and KINDERCOMP.

Doug Davis

Atari,[®] Commodore 64[™] and IBM[®]:

1. Turn off the computer.
2. Put the cartridge in the cartridge slot (If you are using an Atari 800 computer, place the cartridge in the left hand slot).
3. Turn the computer on. The opening title will shortly appear on the screen.

NOTE: TURN OFF THE COMPUTER
BEFORE REMOVING THE CARTRIDGE.

TITLE PAGE

Each time you begin to play KINDERCOMP a list of program choices will appear on the screen. You choose which game you want to play by pressing a number from 1 to 6.

- | | | | |
|----------|-----------------|----------|-----------------|
| 1 | Draw | 4 | Sequence |
| 2 | Scribble | 5 | Letters |
| 3 | Names | 6 | Match |

Returning To The Title Page

Commodore 64:

Press **f7** to return to the title page.

Atari:

Press **START** to return to the title page.

IBM:

Press **ESC** to return to the title page.

DRAW



Atari and Commodore 64:

With this program you can make colorful drawings by using the joystick.

Press S to start to draw.

Press B to change the color of the background.

Press + to increase the draw speed.

Press - to decrease the draw speed.

Press F to fill in an enclosed area.

Press the button on the joystick to change the color you are using.

Press the **space bar** to erase your drawing and start over. Remember, you cannot save a picture.

SCRIBBLE

2

IBM:

With this program you can make colorful drawings by using either the keyboard or joystick.

Press any key to begin.

Use the arrow keys or the joystick to draw.

Press **C** or the joystick button to change color.

Press **F** to fill in an enclosed area.

Press **E** to erase your drawings and start over.

Touch a key and a character will repeat for a full line. To have added fun with SCRIBBLE press the **SHIFT** key and make interesting patterns using # \$ % & * & ! ,



NAMES

3

Type in a name, press **RETURN**,* and watch it run all over the screen. In NAMES, it is fun to type in short phrases such as "I LOVE MOM" or "TOM IS SMART".

SEQUENCE

4

Several numbers in numerical order are presented. You have to fill in the last number in the sequence. When you successfully complete a sequence you will be rewarded. After five correct sequences there is a brief treat of color and sound.

LETTERS

5

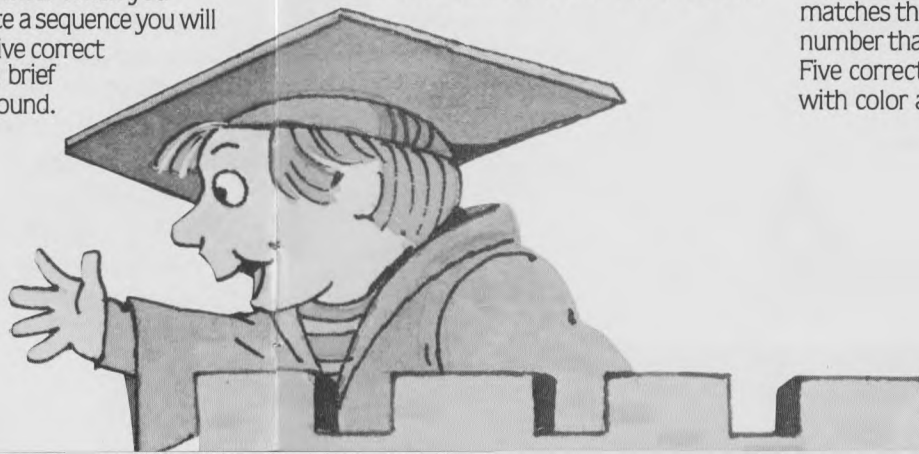
A lower case letter will appear on the screen. Press the letter on the keyboard that matches the letter on the screen.

MATCH

6

A pattern will appear in a box. Three patterns will appear beside the number 1, 2, and 3. One of these patterns matches the pattern in the box. Type the number that represents the right answer. Five correct matches will reward you with color and sound.

*If you have an IBM, use the enter key whenever these instructions refer to the **RETURN** key.



KINDERCOMP™
Proof of purchase

Dr. Doug Davis, his wife Judy, and daughter Amy hope you will spend many enjoyable hours playing and learning from KINDERCOMP.

Package and Instruction Booklet
Illustration: Bill Morrison

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